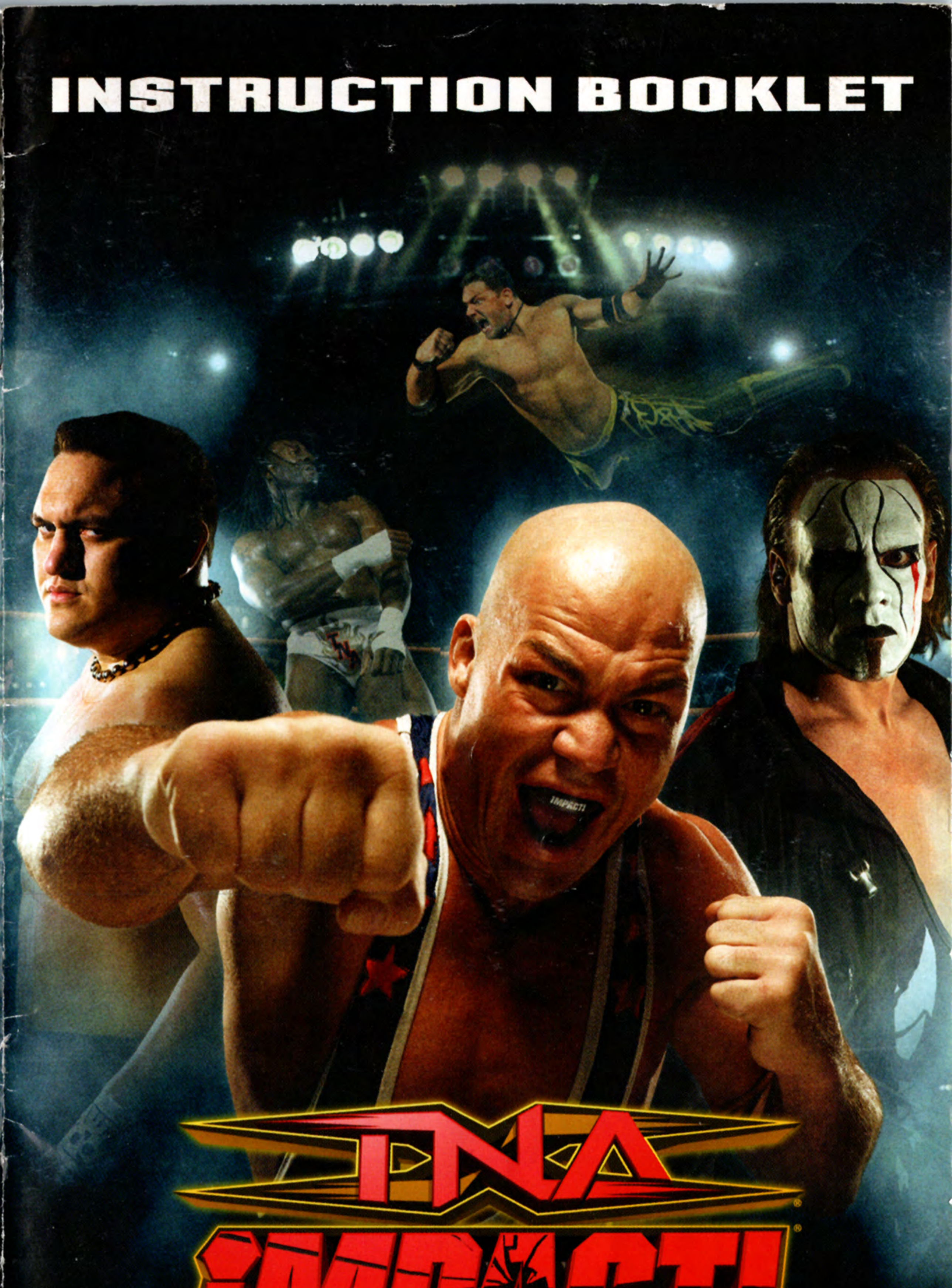
INSTRUCTION BOOKLET



TNA®

IMPACT!®

TOTAL NONSTOP ACTION WRESTLING

TEEN

T

CONTENT RATED BY ESRB

MIDWAY

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
  Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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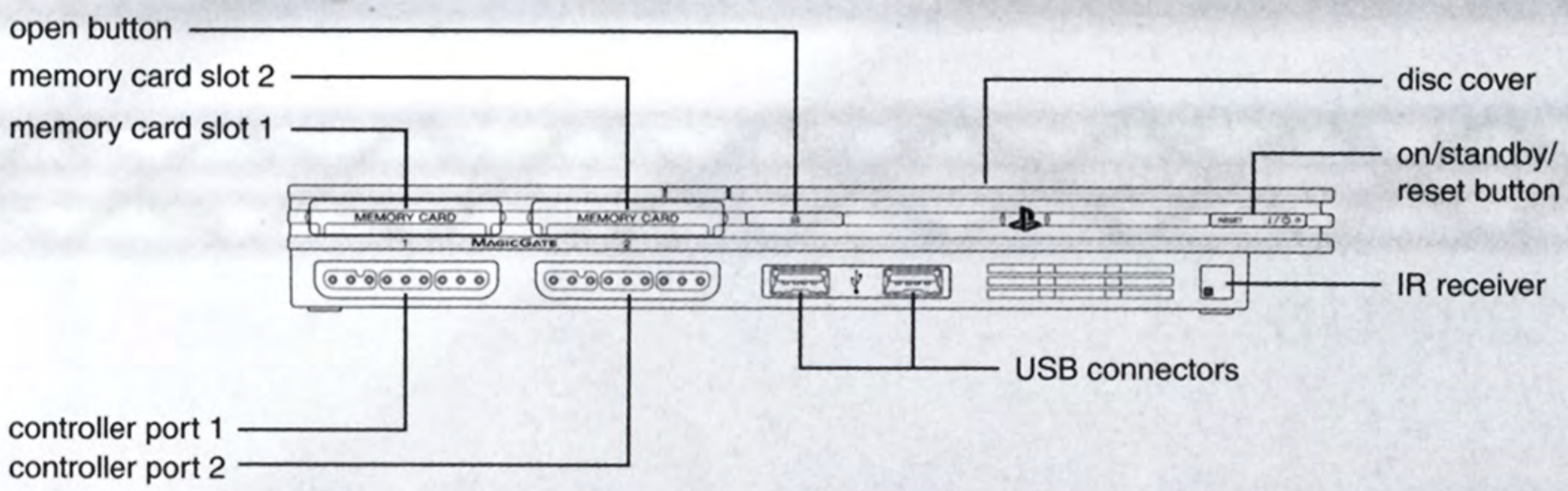
Getting Started



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *TNA iMPACT!* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

2 Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

Autosave

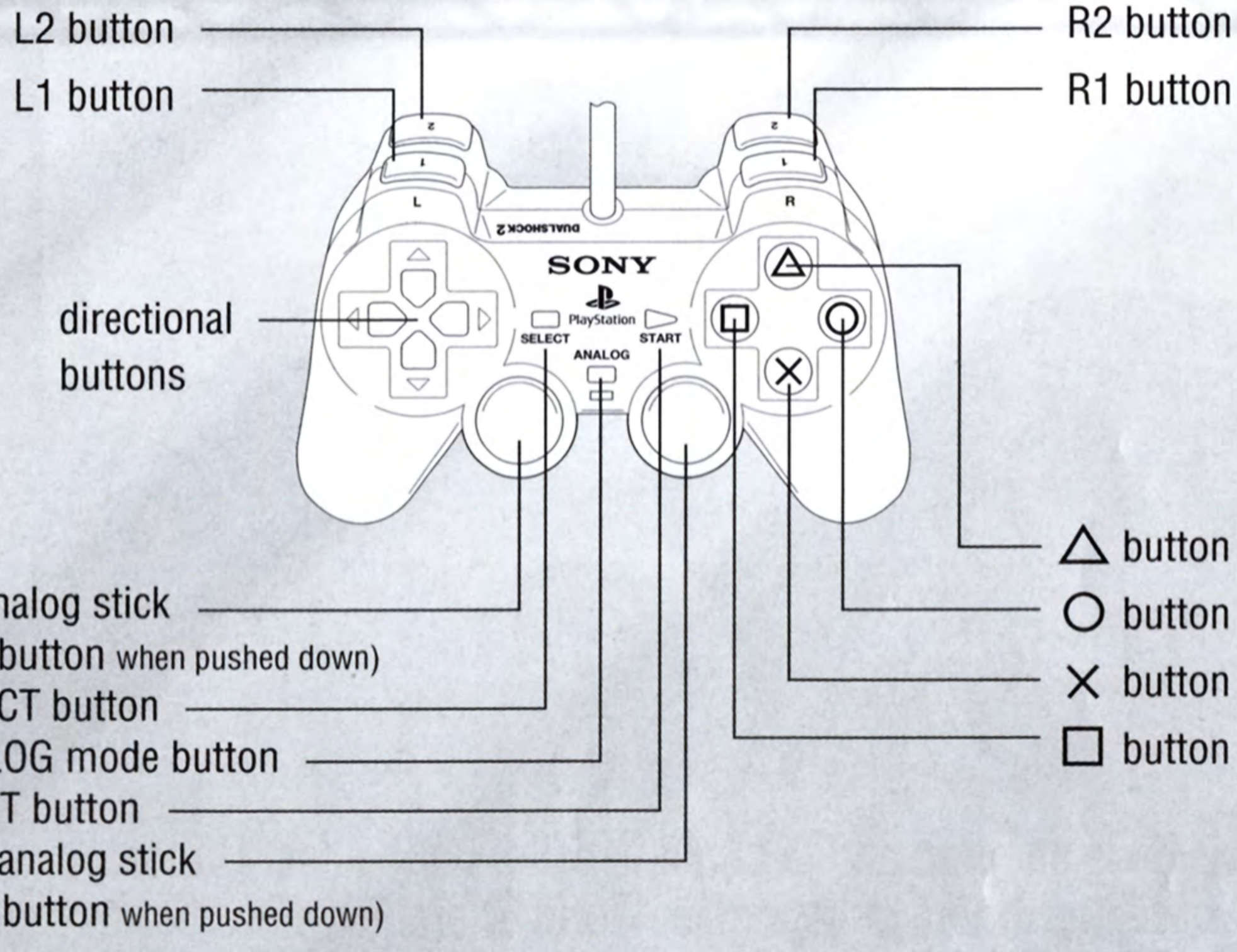
TNA iMPACT! uses an Autosave feature. When saving to the memory card (8MB)(for PlayStation®2), a prompt will appear on screen. Do not remove the memory card or turn off your PlayStation®2 computer entertainment system while saving.

Autoload

With saved TNA iMPACT! data on an inserted memory card, the game will automatically load your saved data each time you turn on your PlayStation®2 computer entertainment system to start a new TNA iMPACT! game.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



This game does NOT recommend or support "Analog Joystick" controllers that are not DUALSHOCK®2 analog controllers.

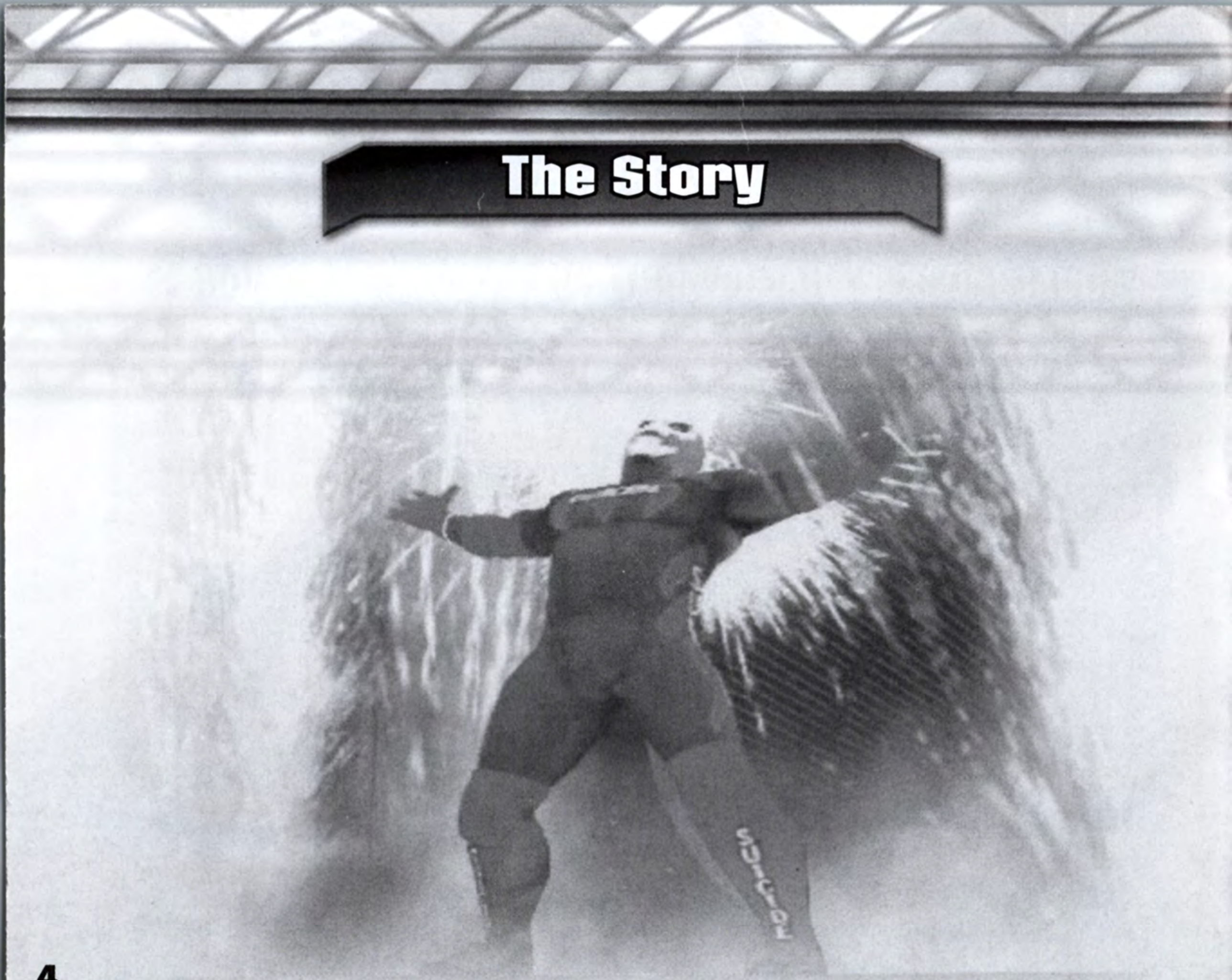
Menu/Sub-Menu Navigation

Throughout this manual, ⬆, ⬇, ⬅ and ➡ will signify pressing Up, Down, Left and Right on the directional buttons. To navigate through the game menus (i.e. Options), use the directional buttons (⬆, ⬇, ⬅ or ➡) to highlight a selection.

Quitting a Game in Progress

During the game, press the START button to display the Pause Menu. Press the directional buttons ⬆ or ⬇ to select **Quit**, then press the ⊗ button.

The Story



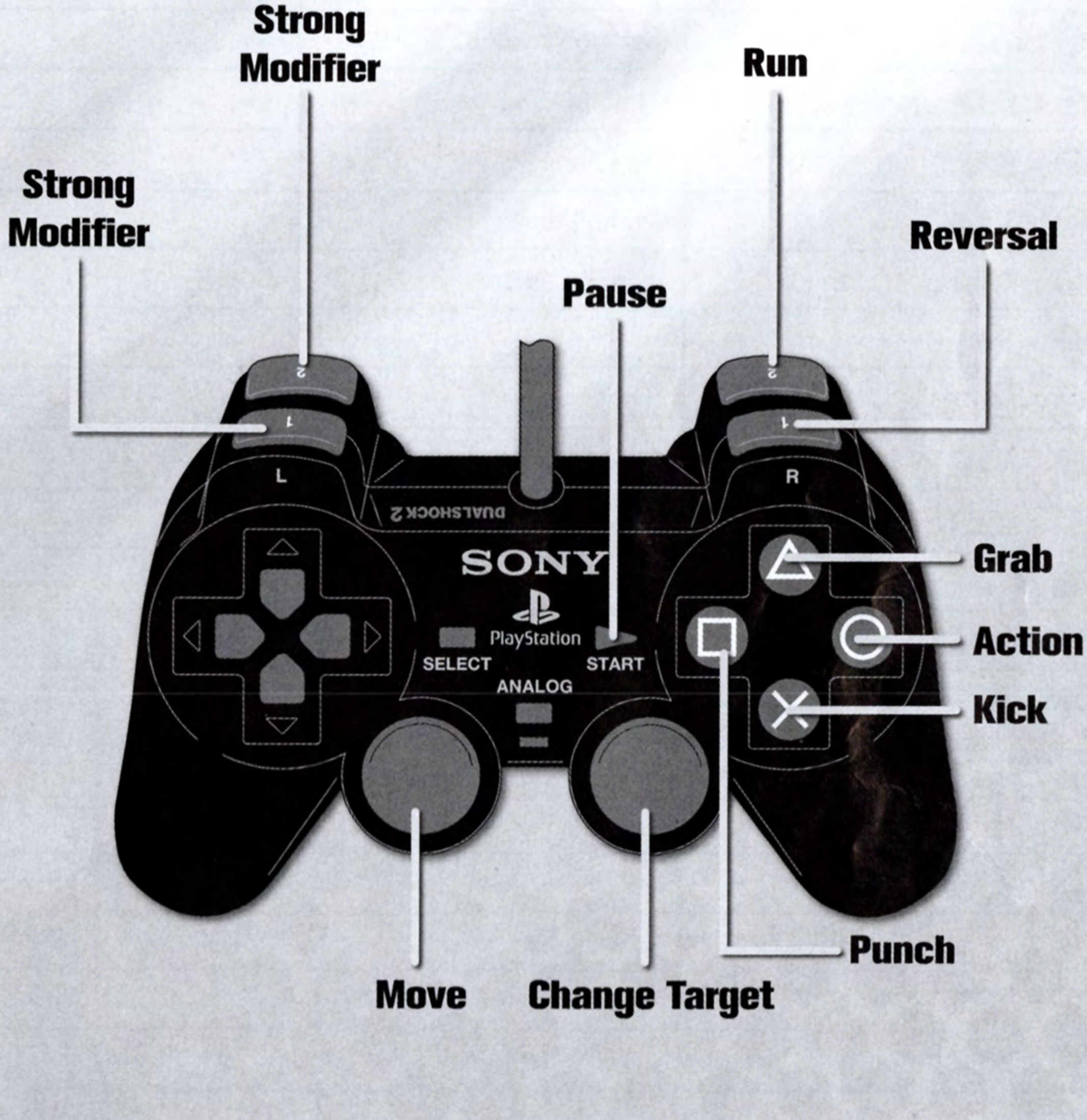
Suicide is a feared and talented wrestler on the rise. Unbeaten and a fan favorite, his dream of becoming World Champion was at arms reach. But a non-negotiable threat by two thugs would alter that destiny.

Instead of bowing to the threat and throwing the title match, Suicide defiantly claims his victory. His triumph is short lived. Following his victorious match, he is brutally beaten and left for dead in the street.

Days later, Suicide awakes and finds himself in unfamiliar surroundings. Bandaged from head to toe and unable to remember his own name, he faces a long road to recovery.

After major reconstructive surgery and intensive rehabilitation, he returns to the wrestling circuit, where his quest for answers begins.

Controls


Strong Modifier
Run
Strong Modifier
Reversal
Pause
2
1
L
R
DUALSHOCK 2
SONY
PlayStation
SELECT
START
ANALOG
Grab
Action
Kick
Punch
Move
Change Target

Controls

Walking

⊗ + L1	Strong Kick
◉ (Near Ropes)	Climb Out/In Ring
◉ (Near Turnbuckle)	Climb Turnbuckle
◉ (Near Weapon)	Pick Up Weapon
◉ + L1 (Near Ropes)	Climb onto Apron
◉ + L1 (Tag Team)	Tag Partner
□ + L1	Strong Punch
△ + L1	Standing Lockup
△ + Toward	Power Attack
△ + Away	Throw
△ + L1 + Toward	Power Attack
△ + L1 + Away	Irish Whip
R1 + Away	Block
R1 + L1	Taunt

Ultimate X on Cables

⊗	Attack Hanging Opponent
⊗ + L1	Attack Opponent in Ring
◉ (Near X)	Unhook the X
◉ + L1	Jump Down from Cables
◉ + L1 (On Turnbuckle)	Jump to Cables
□	Attack Hanging Opponent
□ + L1	Attack Opponent in Ring
△	Leg Wrap
left analog stick	Turn Around on Cables
left analog stick	Navigate Cables

Controls

Running

⊗	Running Kick
⊗ + L1 (To Outside)	Attack Outside
⊗ + L1 (Near Ropes)	Rope Spring Attack
◎ + L1 (Near Ropes)	Slide Out/In of Ring
◎ (Near Turnbuckle)	Climb Turnbuckle
□	Running Punch
□ + L1 (To Outside)	Attack Outside
□ + L1 (Near Ropes)	Rope Spring Attack
△	Running Grab
△ + L1 (To Outside)	Attack Outside
△ + L1 (Near Ropes)	Rope Spring Attack

Weapon

⊗	Swing Weapon Side
◎	Drop Weapon
◎ (Near Ropes)	Climb Out/In Ring
□	Swing Weapon Top
△	Power Attack

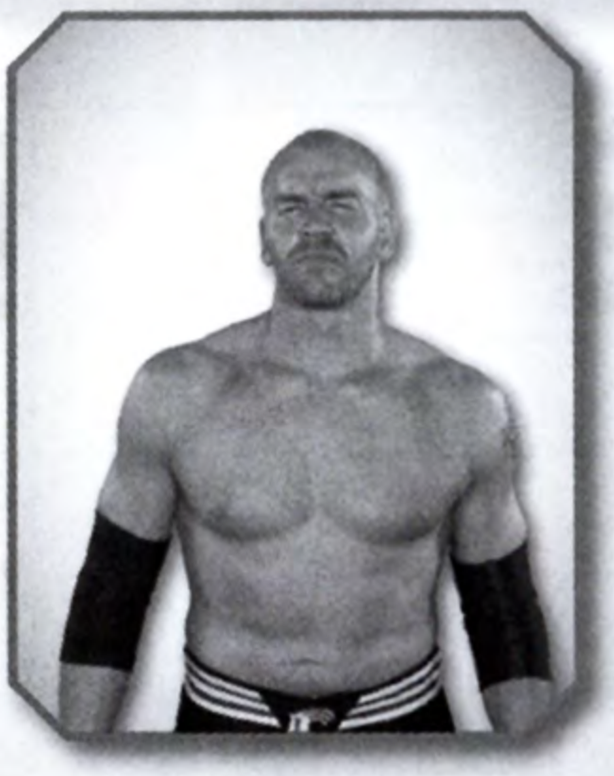
On the Ground

◎	Get Up
◎ (Near Ropes)	Roll Out of Ring
left analog stick	Roll

Note:

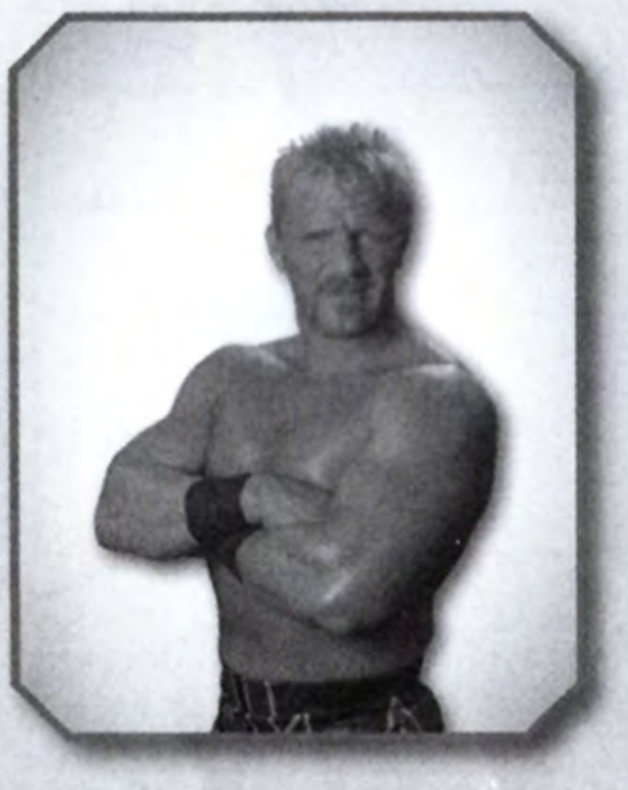
Some moves can only be performed by wrestlers with a particular wresting style. For example, only High Flyers can perform high risk moves like the Rope Spring Attack.

TNA Superstars



"The Instant Classic" Christian Cage

Height: 6' 1"
Weight: 240 lbs
Hometown: Tampa, Florida
Debut: 06/1993
Finishing Move: The Unprettier
Career Highlight: World Heavyweight Champion (2)



Jeff Jarrett

Height : 6' 0"
Weight : 230 lbs
Hometown : Nashville, Tennessee
Debut : 04/1986
Finishing Move : The Stroke
Career Highlight : World Heavyweight Champion (6)

"The Samoan Submission Machine" Samoa Joe

Height: 6' 2"
Weight: 290 lbs
Hometown: Los Angeles, California
Debut: 09/1999
Finishing Move: Muscle Buster
Career Highlight: X Division Champion (3)
World Tag Team Champion (1)
World Heavyweight Champion (1)

Kurt Angle

Height: 6' 0"
Weight: 250 lbs
Hometown: Pittsburgh, Pennsylvania
Debut: 10/1998
Finishing Move: Angle Slam
Career Highlight: World Heavyweight Champion (2)
World Tag Team Champion (1)
X Division Champion (1)
1996 Olympic Gold Medalist

TNA Superstars

"The Monster" Abyss

Height: 6' 10"
Weight: 350 lbs
Hometown: Parts Unknown
Debut: 01/1995
Finishing Move: The Black Hole Slam
Career Highlight: World Heavyweight Champion (1),
World Tag Team Champion (1)

Sting

Height: 6' 2"
Weight: 255 lbs
Hometown: Venice Beach, California
Debut: 11/1985
Finishing Move: Scorpion Death Drop
Career Highlight: World Heavyweight Champion (2)
World Tag Team Champion (1)

"The Phenomenal" AJ Styles

Height: 5' 10"
Weight: 215 lbs
Hometown: Gainesville, Georgia
Debut: 02/1999
Finishing Move: The Styles Clash
Career Highlight: World Heavyweight Champion (3)
World Tag Team Champion (5)
X Division Champion (6)

"Big Poppa Pump" Scott Steiner

Height: 6' 1"
Weight: 285 lbs
Hometown: Detroit, Michigan
Debut: 1986
Finishing Move: The Steiner Recliner

Main Menu

Exhibition

Standard

1 vs 1 with victory achieved by pinfall or submission within the ring.

Tag Team

2 vs 2 with victory achieved by pinfall or submission within the ring.

Free For All

Every man for himself with victory achieved by pinfall or submission within the ring.

Ultimate X

Every man for himself with victory achieved by unlatching the X from above the ring.

Ultimate X FFA

1 vs 1 vs 1 Every man for himself with victory achieved by unlatching the "X" from above the ring.

Submission

1 vs 1 with victory achieved by submission within the ring.

Falls Count Anywhere

1 vs 1 with victory achieved by pinfall or submission anywhere within the confines of the arena.

Falls Count Anywhere Tag

2 vs 2 with victory achieved by pinfall or submission anywhere within the confines of the arena.

Handicap

1 vs 2 with victory achieved by pinfall or submission within the ring.

Main Menu

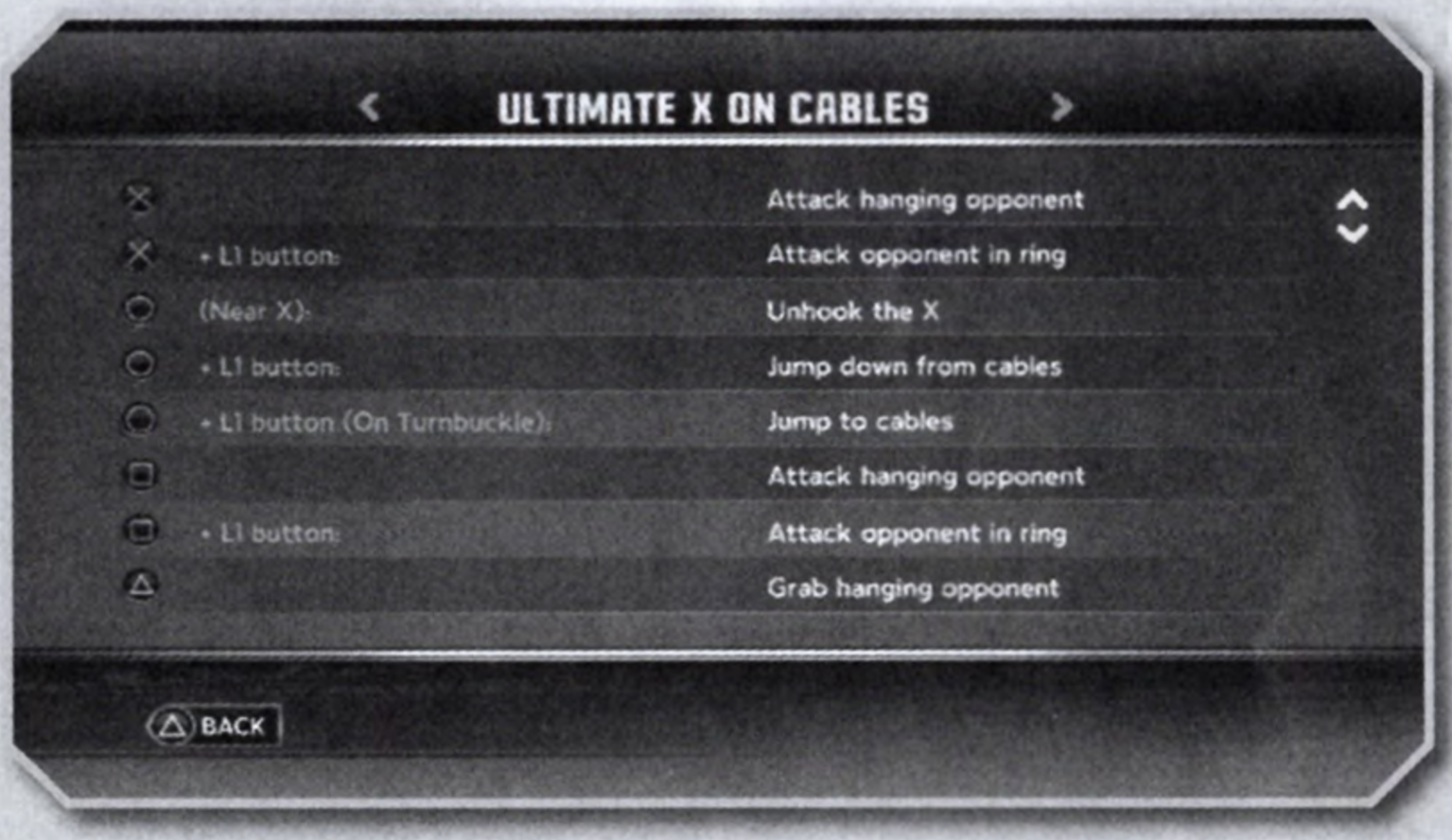
Story

Help Suicide rise again. After you **Load** or **Create** your Profile, you can follow the game's Riches to Rags storyline as Suicide. Whether Suicide rises again is up to you.

Options

Controls

Press the directional buttons ⬅ or ➡ to view the controller settings for the various situations your wrestlers will encounter.

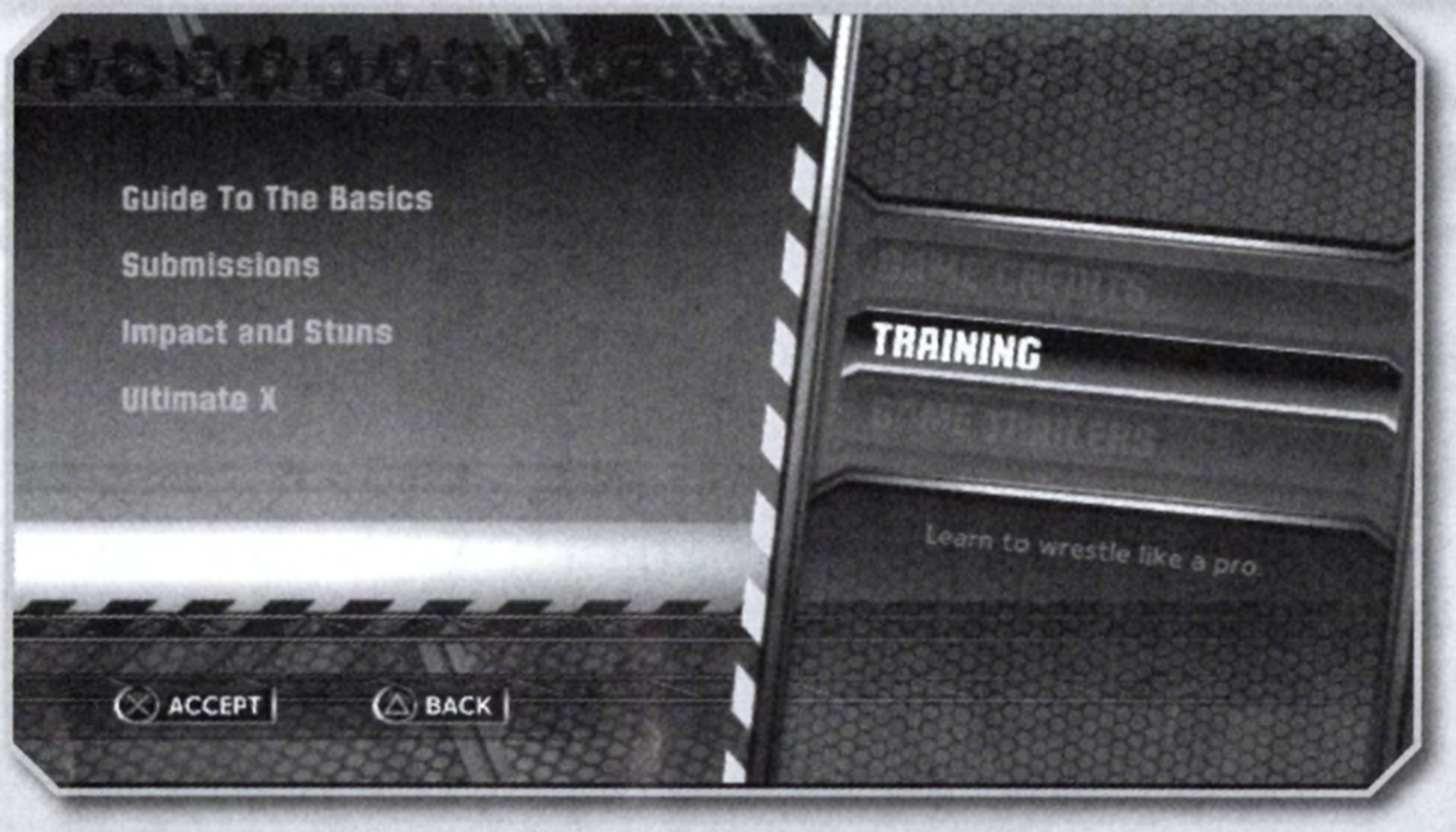


Audio

Highlight an option, then press the directional buttons ⬅ or ➡ to adjust volume levels for **Music**, **Commentary**, **Crowd** or **SFX** (**Sound Effects**).

Game

Press the directional buttons ⬅ or ➡ to adjust game **Difficulty**, view **Subtitles** and/or turn **Autosave** On or Off.



TNA Extras

Training

View any of the four training videos.

Game Trailers

View the trailer for **NBA Ballers®: Chosen One™**.

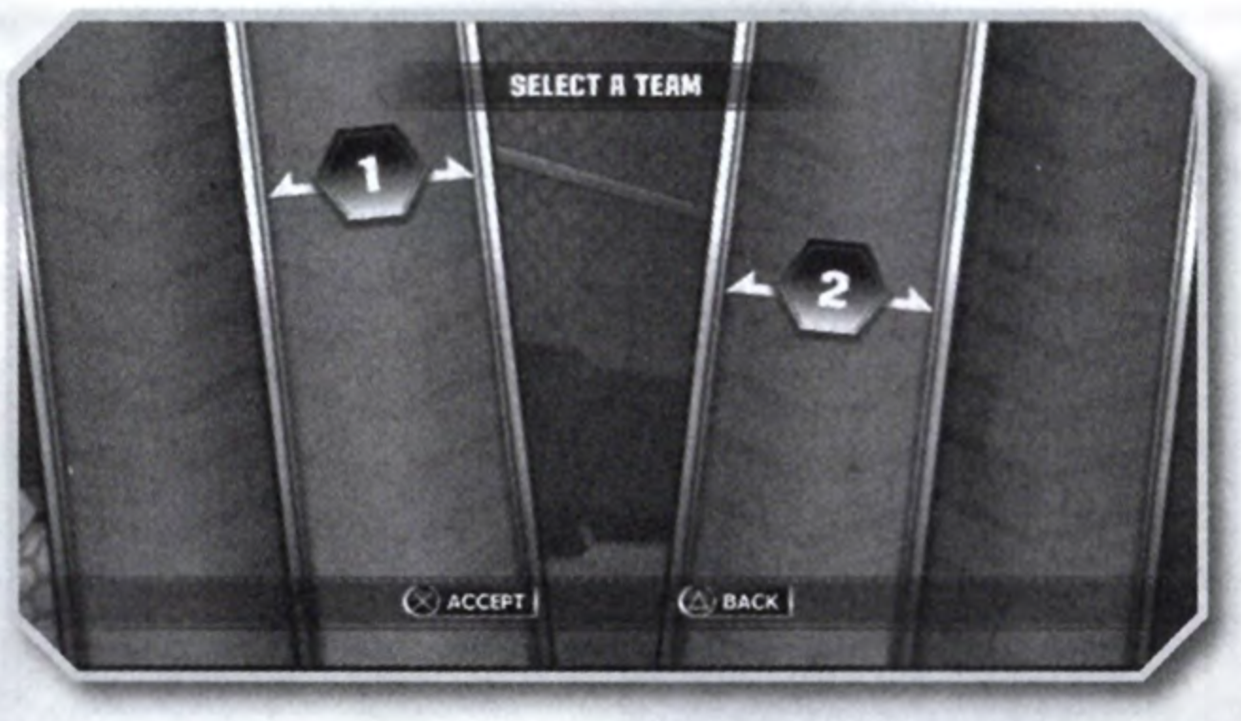
Game Credits

View the names of those who worked long hours to bring you **TNA iMPACT!**

Pre-Match Setup

Choose a Team

Press the directional buttons ⬅ or ➡ to select the team you'd like. This screen changes based on the game type you choose, but in all cases, each player must select a color-coded team slot before you can move on to the Character Selection screen.



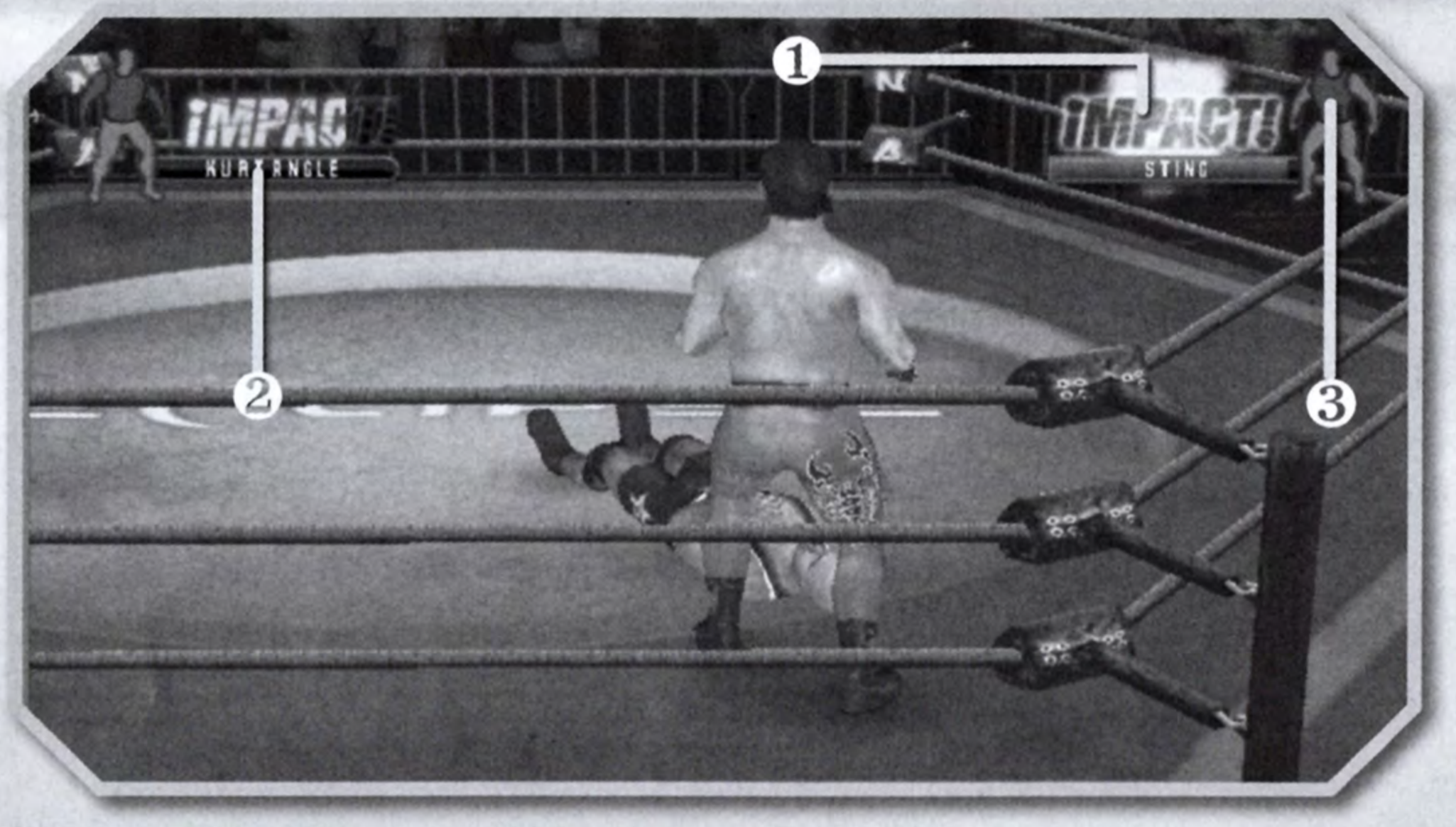
Choose a Character

Press the directional buttons ⬆ or ⬇ to select a character. This screen also changes based on the game type you choose. Press ◉ to view a highlighted player's biography.

Choose an Arena

Press the directional buttons ⬅ or ➡ to scroll through the available arenas. A preview of each arena is displayed as you scroll.

The HUD



1. iMPACT! Meter/Timer

The word "iMPACT!" on the HUD serves as both the **iMPACT! meter** and **Timer**. Every successful attack on your opponent will fill the meter up. Once the iMPACT! meter is full, it will catch fire indicating that it's time to perform your Finisher Move. Keep in mind that once on fire, the meter will begin to drain. Make sure you perform your Finishing Move before the meter's time expires.

To perform a Finisher, your wrestler must perform a Strong Grab in a Standing Idle state. Once your opponent is in a head hold, press ◉ to perform your Finisher.

2. Stun Meter/Timer

The **Stun Meter** bar fills up incrementally every time your character is hit. Once full, it will immediately begin to drain. From the moment the Stun Meter is filled to when it's finally emptied, the "shake stick icon" will be displayed to show that the wrestler is stunned. The player with the stunned wrestler must then quickly move the left analog stick to recover from being stunned.

3. Health

Health is represented by a green silhouette. The silhouette's color changes to indicate the area of the body being damaged, as well as the degree of damage. There are four displayed colors for the silhouette: **Green** (Healthiest), **Yellow** (Healthy), **Orange** (Injured) **and R**ed (Severely Injured).

Total health is divided into two main categories: **Overall Health** and **Body Part Health**. Overall Health is represented by the torso's color and governs the difficulty of escaping a pin. The Body Part Health is divided into the three sections Head, Legs, and Arms. Damage to these body parts determine if a player can lose a match by submission.

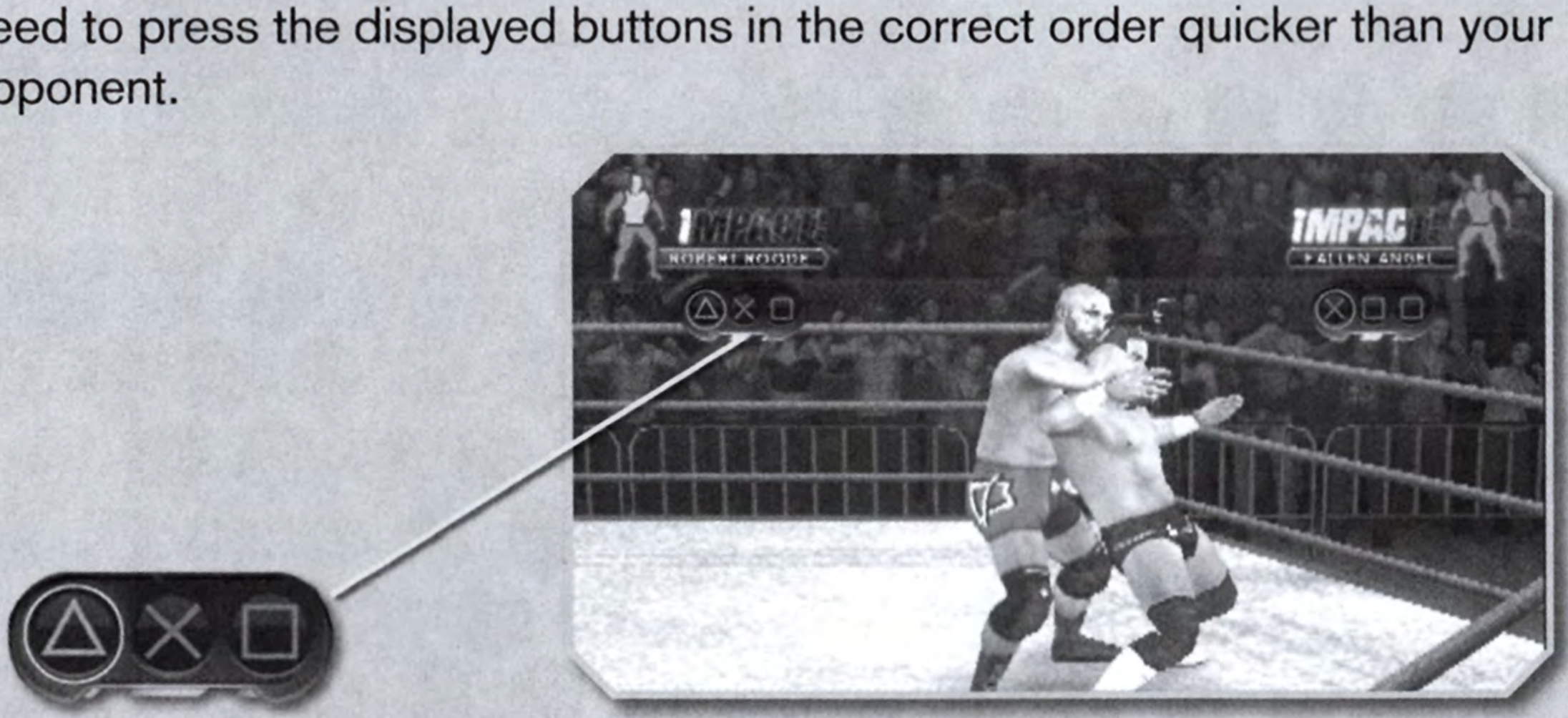
Pinning an Opponent

Kickout Meter

As you attempt to pin your opponent, the Kickout Meter will appear. To attempt to escape the pin, quickly move the left analog stick in all directions.

Submission Meter

When a Submission Hold is attempted, the Submission Buttons will appear for both players. To escape or complete a Submission hold, you'll need to press the displayed buttons in the correct order quicker than your opponent.



Strategies

The Chair

Take a journey outside the ring, and you may find one of these. Press ◉ to pick it up, then use it to whack your opponent.

Climbing the Ropes

Approach any corner of the ring, then press ◉ to climb the ropes. Press ⊗ or △ along with the left analog stick to dive toward your opponent and crush him from above. That'll get his attention!

Finishers

Once your iMPACT! Meter is full, put your opponent into a Standing Lockup and use the Action button to execute your most powerful move.

Recovering Health

Use Taunt to recover some health to your damaged body zones after you've taken a beating. The more green your body zones are, the harder it will be to pin you.

Strategies

Countering Attacks (Reversals)

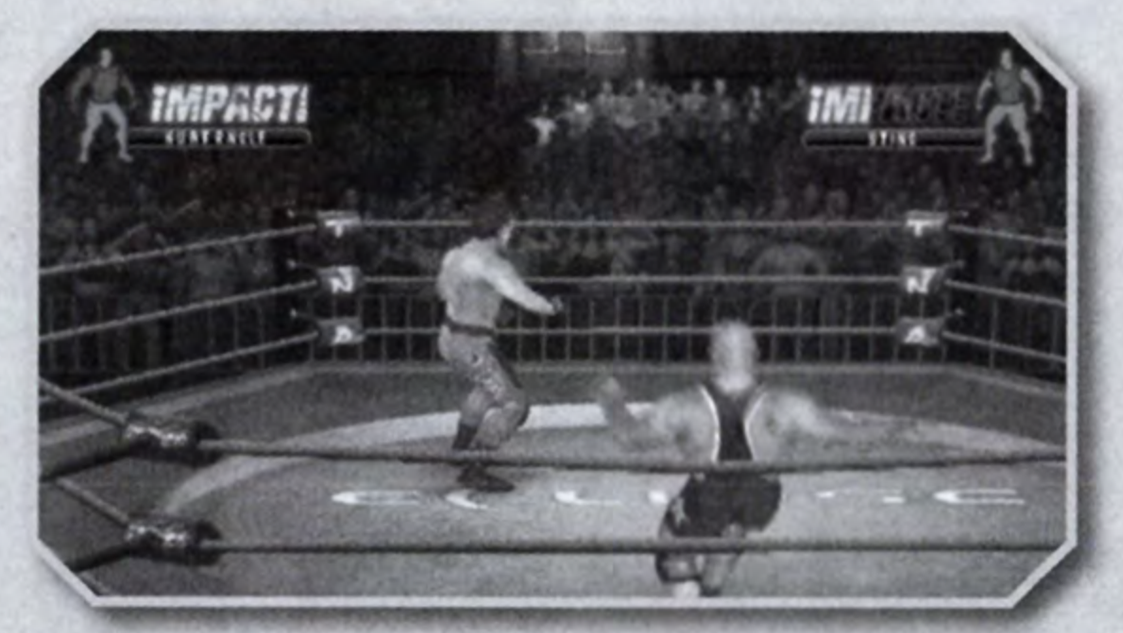
Try to anticipate an opponent's move, then press **R1** to counter his attack and perform a Reversal.

Rolling Away

If you find yourself prone and reeling on the floor, try using the analog sticks to roll away from your opponent to buy some time until you can get up. Press the controller buttons rapidly to regain strength and get up.

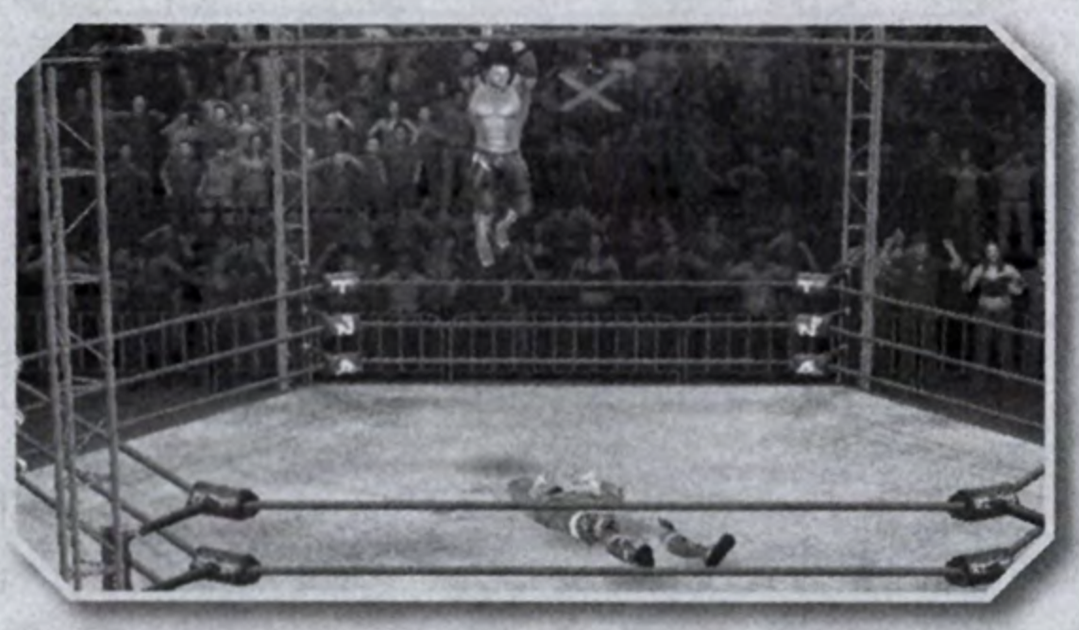
Ropespring Attacks

At running speed, use the ropes to spring forward from inside the ring (or from the Apron on the edge of the ring) and launch toward an opponent to inflict bonus damage.



Ultimate X

Stun or toss your opponents from the ring to buy time, then climb up to the ropes suspended over the ring. Without this extra time, it will prove difficult to unlatch the X.



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Special Thanks
Midway would like to specially thank Samoa Joe and AJ Styles for their countless hours of contribution in the making and promotion of TNA iMPACT!

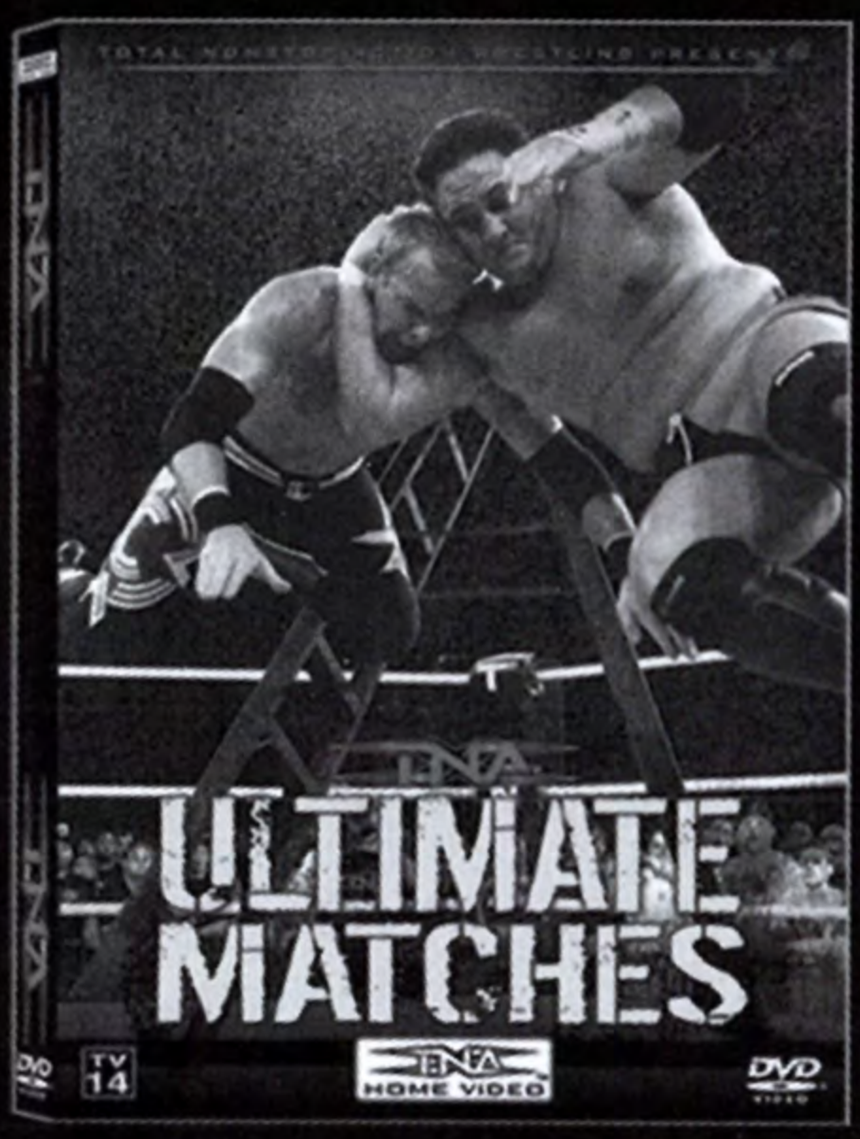
TNA WRESTLING HOME VIDEO PRESENTS

Coming Soon On DVD

KNOCKED OUT

TNA Knockouts some are drop dead gorgeous, others are just drop dead. No Divas here, real wrestling, real athletes, real risk. Grab the Knocked Out DVD and find out what makes TNA's Knockouts pro wrestling's elite female division.

Available Oct. 7th, 2008.



ULTIMATE MATCHES

TNA is the world leader in innovative, dangerous, high flying matches. No other pro wrestling company comes close to the excitement of TNA's specialty matches. Get the Ultimate Matches DVD and experience for yourself King Of The Mountain, Ultimate X, Lockdown, Monster's Ball, and 2008's most innovative match the Steel Asylum.

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For more information go to: www.tnawrestling.com

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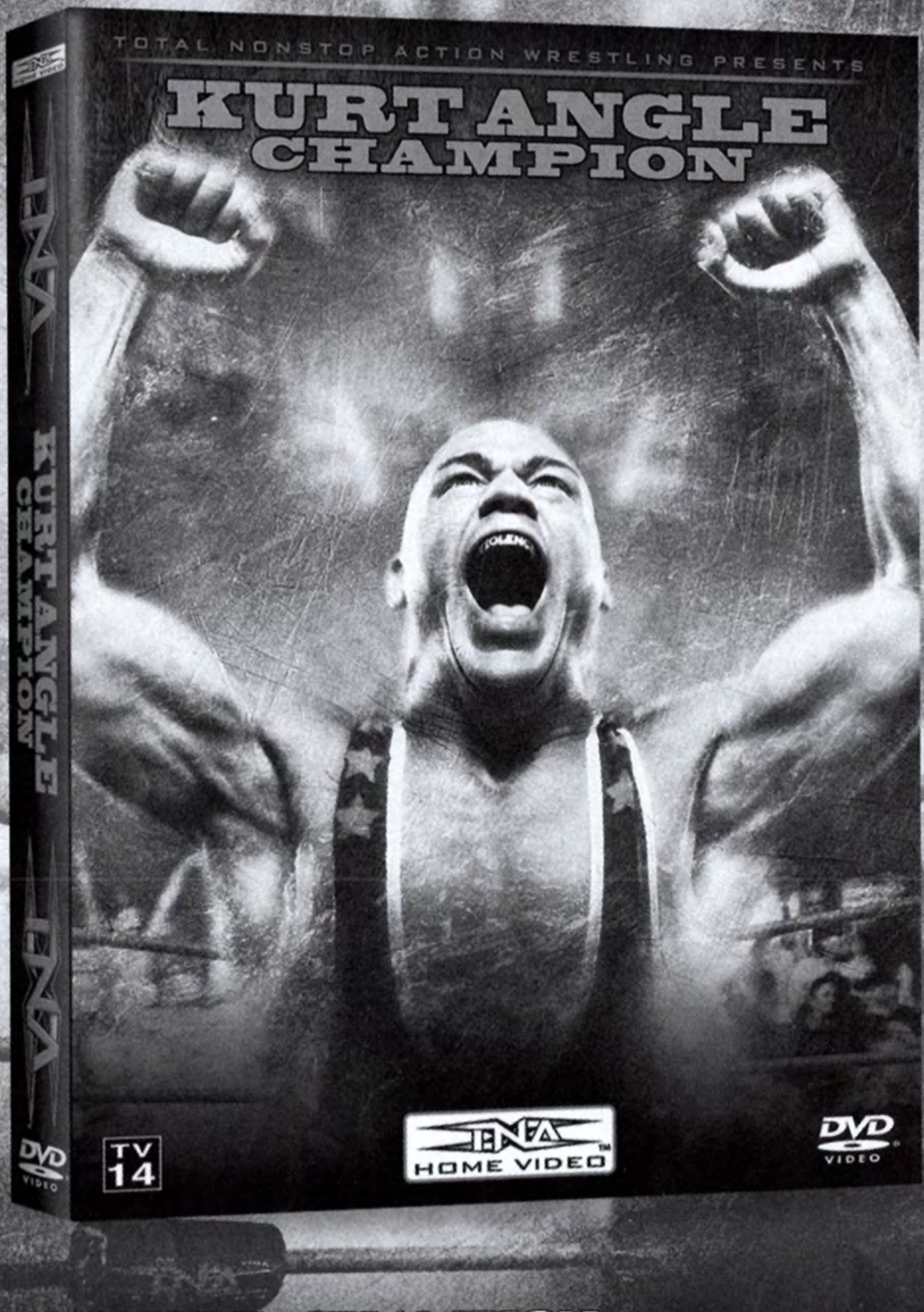
TNA WRESTLING HOME VIDEO PRESENTS



KURT ANGLE: CHAMPION

Two-time national collegiate champion, Olympic gold medalist, and over 20 time world champion. Kurt Angle has held world titles in every major professional wrestling organization in existence. He is the greatest professional wrestler in history. This new release contains over 3 hours of complete matches and special features that give a behind the scenes look at Kurt and his amazing career. Available Nov. 25th 2008.

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